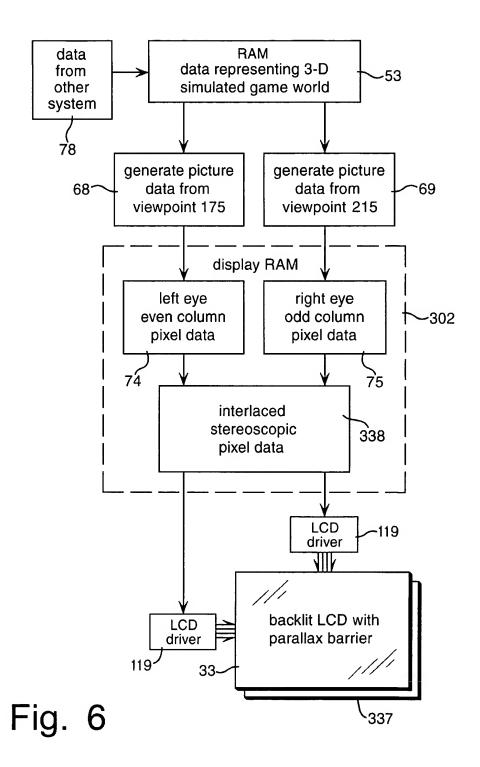
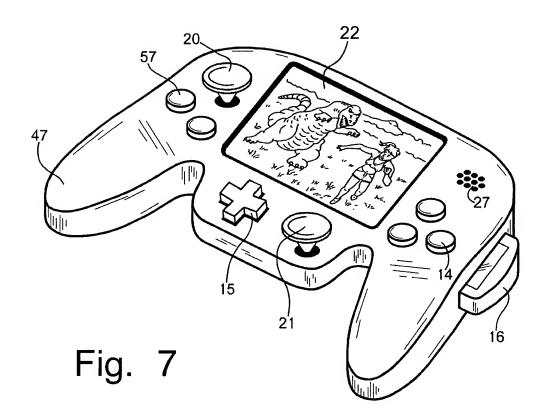
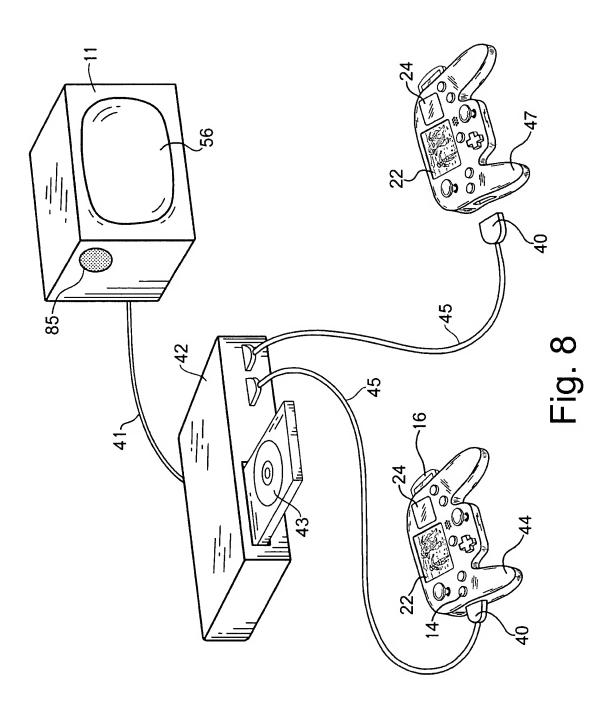


Fig. 5







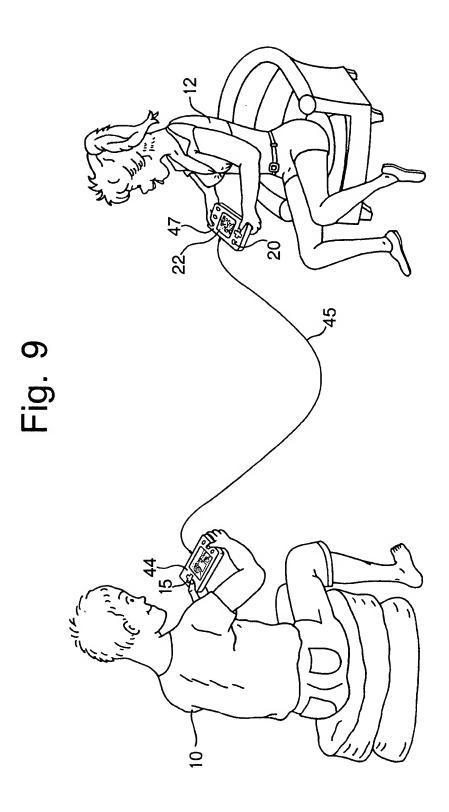


Fig. 10

RAM in portable system

program for converting finger movement into location coordinates

program for generating image of 3D world

program for determining viewpoint and camera angle

program for generating movement of a 3D character in a 3D game world

program for superimposing a 3D object picture on a 3D background

program for animating a character

program for displaying maps and other non-animated pictures

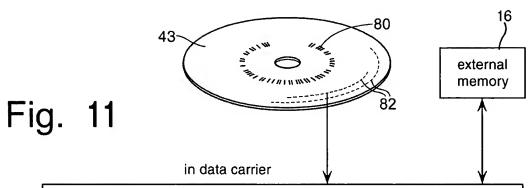
data for simulated 3D world

data for object in simulated 3D world

data for animated character in simulated 3D world

data for character descriptions (polygons, textures, etc)

data for maps, word menus, etc.



program for generating data representing a simulated 3-D world

program for generating picture data of animated character in 3-D world

program for generating picture data of objects in 3-D world

program for calculating point of view locations and camera angles

programs to be transferred to a portable game system

program for sending data to portable game system to control LCD display

picture data for simulated 3D world

picture data for player-controlled object in simulated 3D game world

data for animated character performing action in 3D game world

data for location of character in 3D game world

data for character and object descriptions (polygons, textures, etc)

data for maps, word menus, etc.

